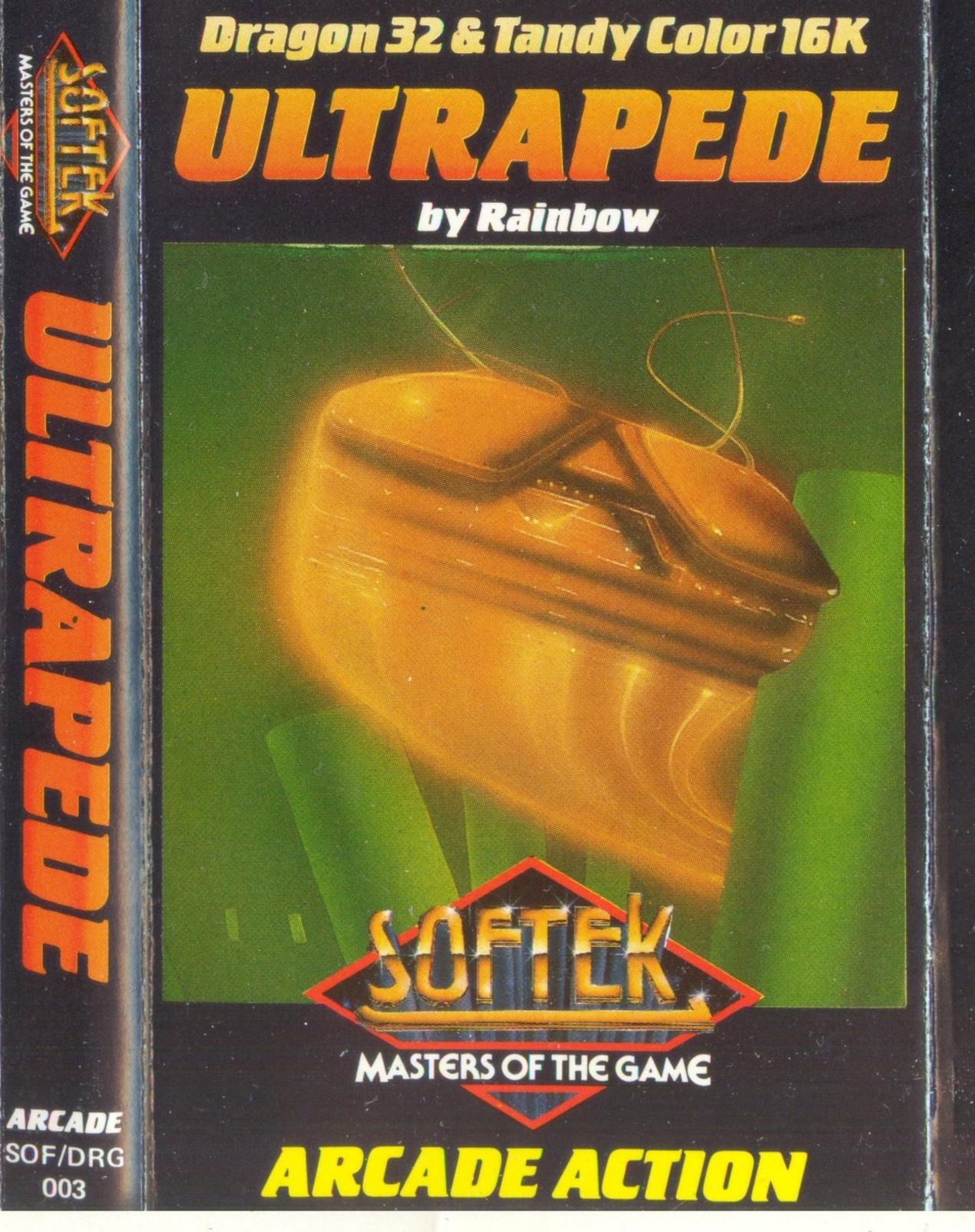Another winner from Softek Software's amazing machine code games.

ULTRAPEDE
Your aim is to zap the Ultrapede before it can reach you. Blast part of its body and the remaining sections wind their way downwards along separate paths — bouncing off of the mushrooms as they go. Look out for Sid the spider who will appear every now and again to crash into you, and be attentive for Brian who will suddenly arrive dropping his deadly fleas on you who create yet more mushrooms!

High score, Super fast machine code action with fabulous arcade quality sound effects. This has to be the greatest version of the popular arcade game on the market.

Cover illustration by Ian Craig.

Dragon 32 & Tandy Color 16K
ULTRAPEDE
by Rainbow

SOFTEK
MASTERS OF THE GAME

ARCADE ACTION

ULTRAPEDE from
SOFTEK INTERNATIONAL LTD.
by RAINBOW SOFTWARE

LOADING ULTRAPEDE:

ULTRAPEDE will load into the DRAGON 32 or either the 16K or 32K TRS-80 Color Computer. First turn your computer off then on again, to load the program simply place the cassette into your recorder. Rewind, press 'play' and type 'CLOADM'. The program will then load and automatically run when loading is complete.

LOADING PROBLEMS?

If the tape fails to load correctly, the tape will stop and the screen will display the "IO ERROR" message. In this case. switch off the computer and rewind the tape. Check your cassette recorder is connected properly. If it is then the volume level is probably wrong (try higher). Reset it and try again. See also page 36 of the Dragon manual or page 71 of the TRS-80 "Getting started with Color Basic" manual.

PLAYING ULTRAPEDE:

The aim of the game is to destroy the Ultrapede before it reaches your base- contact with any segment of the Ultrapede is deadly. Your base can fire, and move up, down, left and right. If you shoot any part of the Ultrapede the remaining segments will continue independantly towards your base rebounding off the mushrooms.

Points are awarded for hitting parts of the Ultrapede, and for totally destroying a mushroom, which requires three hits. Beware of the deadly spiders which appear from time to time and crash into your base, points are scored for hitting a spider but the move quickly and unpredictably. Also watch out for Brian the snail who will move across the screen dropping indestructible tiny spiders which leave a trail of mushrooms behind them. Brian himself can be destroyed however but be careful not to be hit by a tiny spider!

SCORING:

Mushroom	10 points
Segment of Ultrapede	30 points
Spider	200 points
Brian the snail	250 points

CONTROLS:

Left	1
Right	2
Down	0
Up	:
Fire	—

You may also use a joystick (see screen instructions).

Program, audio and visual (c) 1983
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Softek International Ltd. are always adding exciting new titles to their range of Dragon and Tandy Color software.

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Monsters
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SOFTEK
MASTERS OF THE GAME

SOFTEK

ULTRAPEDE

SIDE A

For the Dragon 32 or Tandy Color
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